

# Color Management Options

The Kodak Professional 8670 PS thermal printer (8670 printer) produces accurate and consistent color across software applications and computer platforms. Since the 8670 printer produces such accurate and consistent color, you may not need to use the printer's color management features. However, if you wish to use color management, the 8670 printer has two color management options, the Kodak Professional Colorflow ICC color connector (color connector) and PANTONE®\* Color.

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## Color Connector

When you use applications such as Adobe Photoshop or QuarkXPress, the colors you see on your monitor may appear differently from the colors in the output from your printer. In addition, both may appear differently from your original image. White clouds in a scanned photograph may appear yellow on your computer monitor and change to a greenish tint on your printed copy.

This inconsistency occurs because the methods used to reproduce color vary significantly. Monitors and scanners represent colors as a combination of red, green, and blue (RGB), while printers produce color by using various combinations of cyan, magenta, yellow, and black (CMYK). Input and output devices are also limited by the range of colors they can produce.

\*PANTONE Inc.'s check-standard trademark for color reproduction and color reproduction materials.

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Color connector is a stand-alone application that allows you to make prints that match the colors produced by an input device such as a scanner or monitor. It also allows you to simulate a job as if it were printed on a commercial printing press.

You do this by combining transforms to create documents which contain color management information specific to the input device you are using such as a scanner, digital camera, or your monitor, and your output device such as the 8670 printer.

## Creating Color Connector Files

You create color connector files by extracting source transforms, simulation transforms, and destination transforms from ICC profiles.

These transforms are represented as “puzzle pieces.” Drag each selected puzzle piece to an empty socket in the color connector template for your job. Each type of transform is represented by a particular shape. Match the shape of the transform with the shape of the socket in the template.

With color connector you can color manage multiple source images on a single page. The template contains six sockets to allow separate color management for the six different kinds of source images.

The color connector file you create can be applied to your print job or stored in the printer as a default.

[Refer to Using Color Connector](#) for complete instructions on how to use this color management software.

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# PANTONE® Color

The CD included with the printer contains PANTONE calibrated palette files for a number of Macintosh and Windows desktop publishing and graphic design applications. If you do not find a palette file for an application you are using, there is a PANTONE Calibrated color chart in EPS and TIFF formats that you can use to bring custom colors into these applications.

For more information on using PANTONE® Color, [refer to “Using PANTONE® Color.”](#)

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# Using Color Connector

This section describes how to use the Kodak Professional Colorflow ICC color connector (color connector) as an assembly tool to create color connector files.

## System Requirements

Listed below are the hardware and software necessary to run color connector.

### Macintosh Systems

- 60 MHz PowerPC or higher processor with a minimum of 16 MB of memory. (A 150 MHz PowerPC 604e processor with 32 MB of memory is recommended.)
- Macintosh operating system 7.6.1 or higher operating system. (Macintosh operating system 8.0 is recommended.)
- a monitor with a minimum spatial resolution of 640 x 480 pixels.
- a video system with a minimum resolution of 256 colors.

### Windows Systems

- 60 MHz Pentium processor with a minimum of 16 MB of memory. (A 100 MHz Pentium processor with 32 MB of memory is recommended.)
- Windows 95, Windows NT 4.0 Workstation, or Windows NT 4.0 Server.

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- a monitor with a minimum spatial resolution of 640 x 480 pixels (standard VGA).
- a video system with a minimum color resolution of 256 colors.

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## ICC Profiles

The color management information you need to create color connector files is contained in the ICC Profiles. The profiles, an industry standard format for color management, are defined by the International Color Consortium. They contain multiple pieces of color information for input, output, and display devices. This information is individually extracted from the profiles and appears as puzzle pieces in the Transforms list box in the color connector window.

ICC profiles are included on the software CD that came with your printer. The profiles for the 8670 printer for each media combination are installed automatically with the color connector application. Other common ICC profiles are also included on the CD. Copy the profiles you wish to use to the folder containing the profiles that were installed with the color connector application. See the readme file for color connector for a listing of the ICC Profiles included on the CD.

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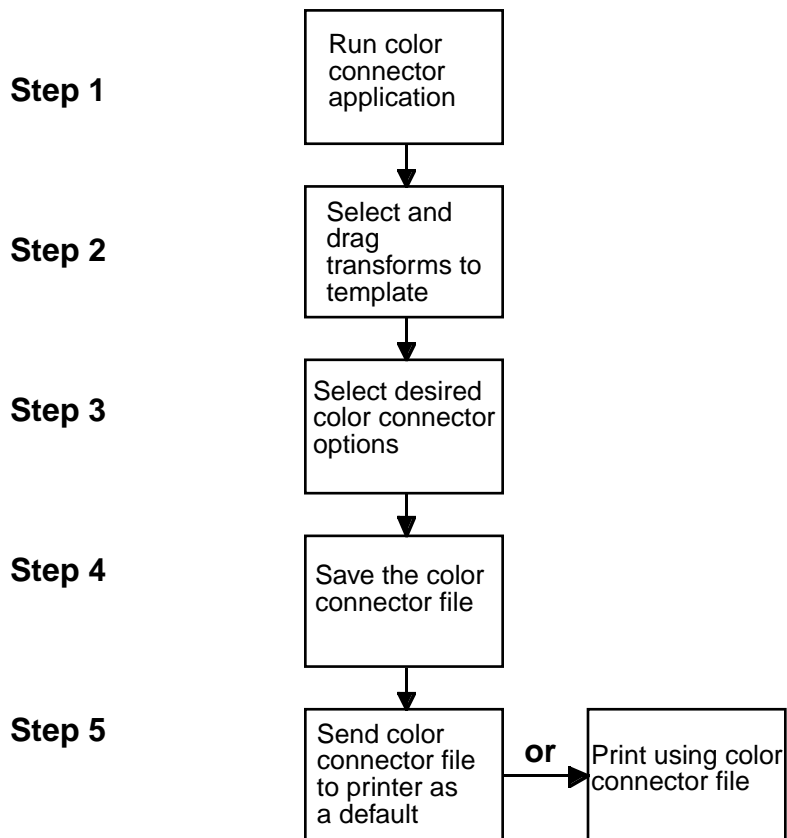
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# Steps to Create Color Connector Files



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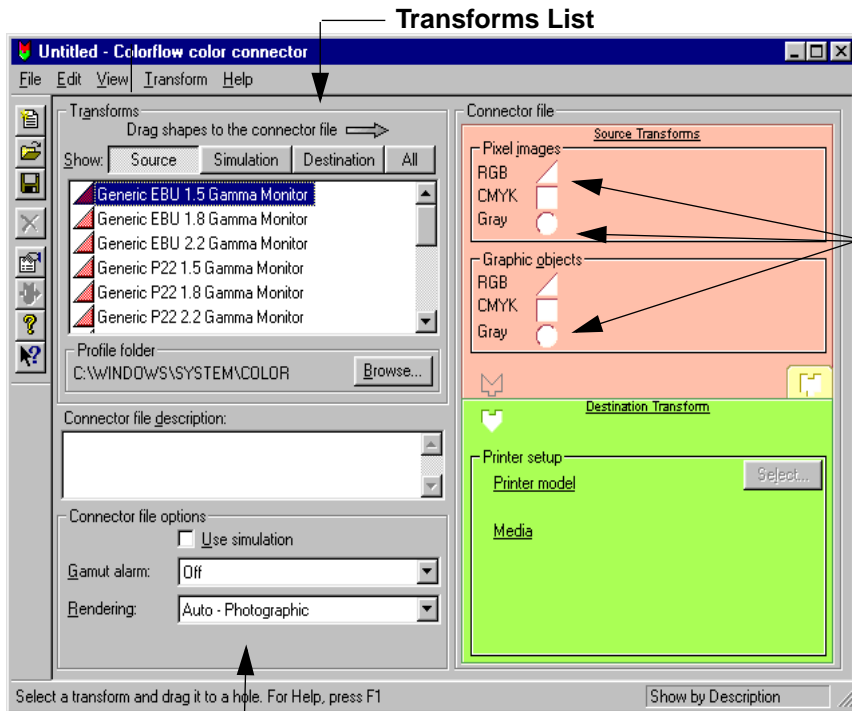
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# Color Connector Window

When you access the color connector application, the color connector window appears. From this window you can create your color connector files. For descriptions of the menu items and dialog boxes used in the color connector application, [refer to “Menus and Dialog Boxes.”](#)



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# Getting Ready to Use Color Connector

The following steps describe how to get started with color connector.

**NOTE:** The illustrations in this section show Windows dialog boxes. The dialog boxes for Macintosh are similar and have identical functionality.

1. Install the software for color connector and the printing software including the export module. The software is included on the CD that came with your printer.

**IMPORTANT:** *For Macintosh users, if you upgrade to ColorSync™ 2.5, when you restart the color connector application, a dialog box appears that explains that the profiles shipped with the 8670 printer were moved to the new ColorSync Profiles folder. Select the new ColorSync Profiles folder as the default location for the ICC Profiles.*

2. Put any additional ICC Profiles in the folder containing your ICC Profiles that were shipped with the printer. The default folder for the ICC Profiles is:
  - for Windows systems, Windows\System\Color.
  - for Macintosh systems:
    - if you are using ColorSync™ 2.1, System Folder:Preferences:ColorSync™ Profiles.

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- if you are using ColorSync™ 2.5, System Folder:ColorSync Profiles.

**NOTE:** Before you use color connector for the first time, you may wish to complete the tutorial that is included on the CD.

3. Start the color connector application.

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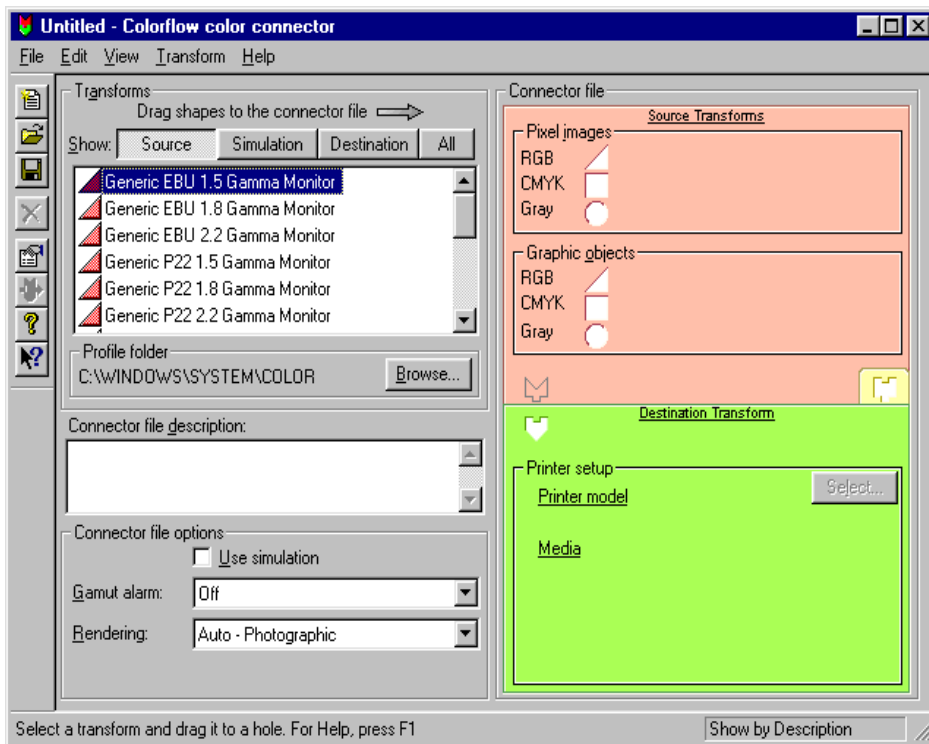
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The color connector window appears.



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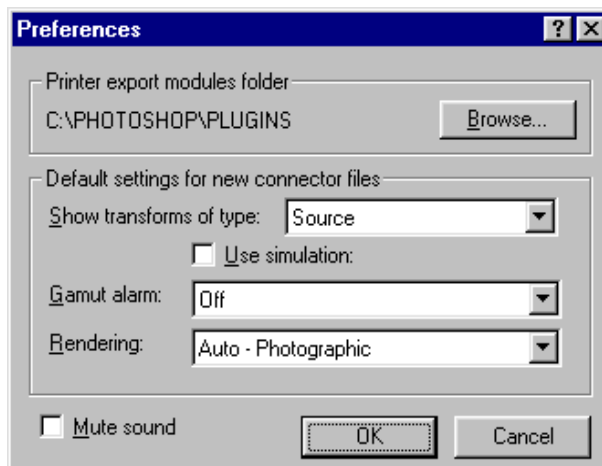
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4. Pull down the File menu, and select “Preferences”.

5. Click on *Browse* (Select in Macintosh) in the Printer export modules folder portion of the Preferences dialog box. A file selection dialog box appears.

6. Locate the Plug-ins (Printing) folder, and select the export module for the 8670 printer.



**NOTE:** For descriptions of the options in the Default settings for new connector files box, [refer to “Menus and Dialog Boxes.”](#)

Follow the procedures on the following screens to build your own color connector files.

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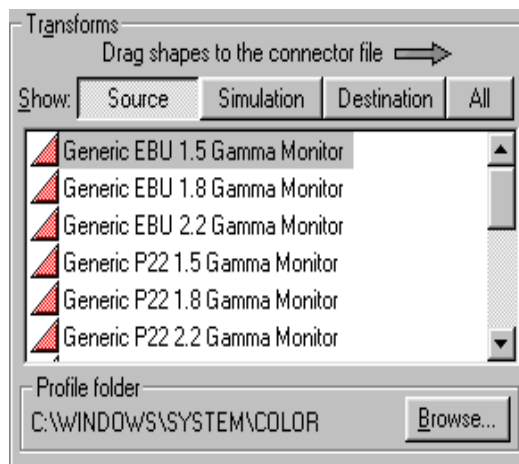
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# Creating a Color Connector File

1. Select puzzle pieces from the list of transforms (on the left side of the color connector window) that represent the sources of color data.

The puzzle pieces are extracted from the ICC Profiles. Drag the pieces to the appropriate Source Transforms sockets in the template on the right side of the color connector window.



The template has six sockets for source transforms. You can apply independent color management to up to six different kinds of sources in one Postscript job:

- RGB, CMYK, and grayscale pixel images such as TIFF files or scanned photographs.
- RGB, CMYK, and grayscale graphic images such as EPS files or text.

**IMPORTANT:** *If your file contains a source that uses PANTONE® Color, leave the socket empty for that color space.*

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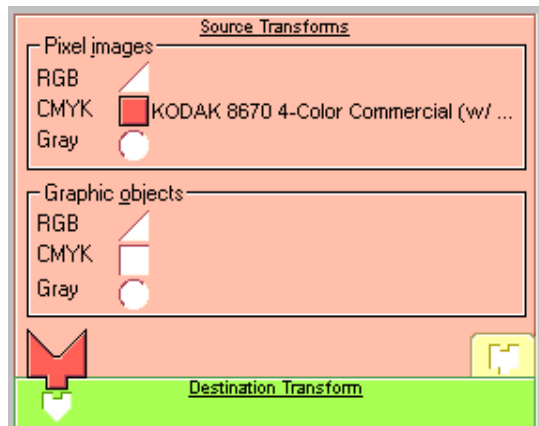
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After you drag the first source transform to the template, the source puzzle piece appears in its socket indicating that the minimum requirement for source transforms is complete.



**NOTE:** If you wish to change the transform you placed in the socket:

- select a new transform; and drag it to the socket. It replaces the previously-selected transform.

To delete a transform from a color connector socket:

- select the transform.
- pull down the Transforms menu, and select “Delete Transform” on Windows systems or “Clear Transform” on Macintosh systems.

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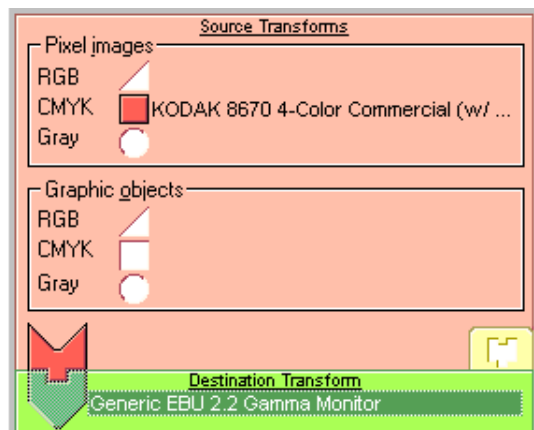
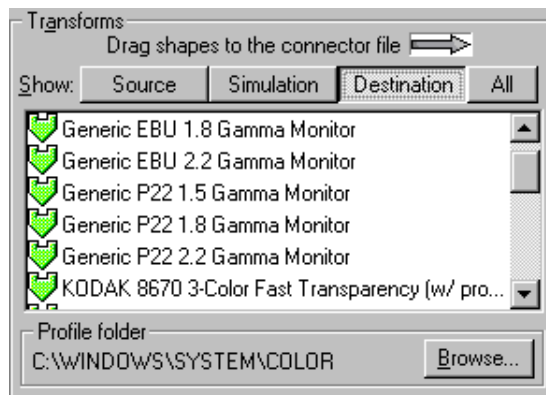
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2. Scroll through the list of transforms, and select a destination transform that matches your output device.

Drag the green puzzle piece for the destination transform to the Destination Transform socket in the color connector template.

The destination puzzle piece then appears over its place holder indicating that the requirement for a destination transform is complete.



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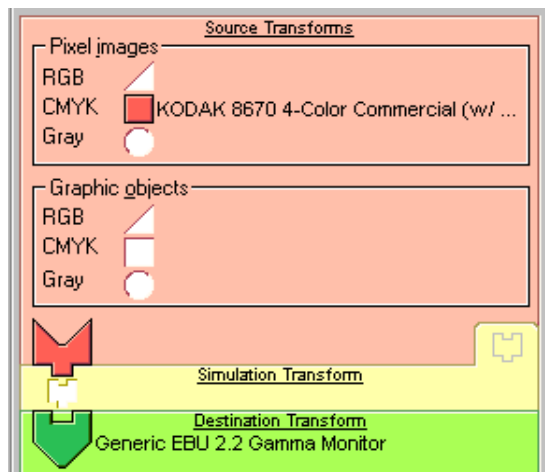
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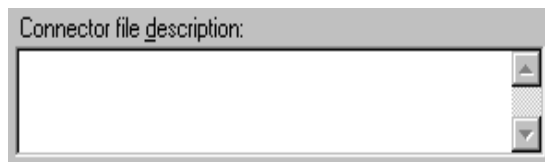
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3. Using a simulation transform from the Transforms list is optional. For instructions on using the Simulation option, [refer to “Simulating Another Output Device.”](#)



4. You may enter a description of the color connector file you created in the Connector file description box. Entering a description will help you to identify the file when printing.



5. Pull down the File menu, and select “Save”.

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# Matching Your Monitor to Your Printer's Output

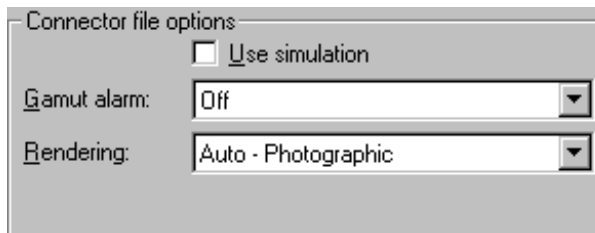
The following steps describe how to build a connector file so that the colors in your computer monitor match the output from your printer.

**NOTE:** Monitors vary with model, age, and manufacturer. For optimum results, make sure that the ICC Profile for your specific monitor model is in the Transforms list.

Your monitor should be calibrated. Refer to the documentation that came with your monitor for instructions on how to calibrate it.

## 1. In the Connector file options box:

- make your selection for Gamut alarm. [Refer to "Using Gamut Alarm."](#)
- select the rendering intent that is appropriate for your job. [Refer to "Setting Rendering Intents."](#)



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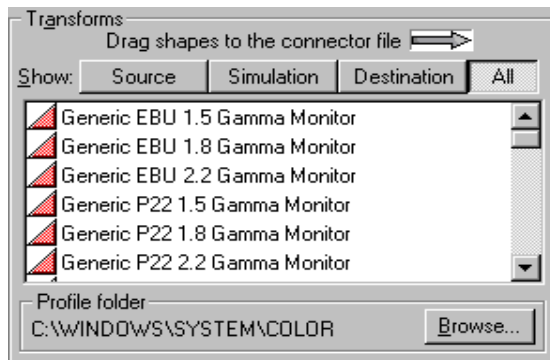
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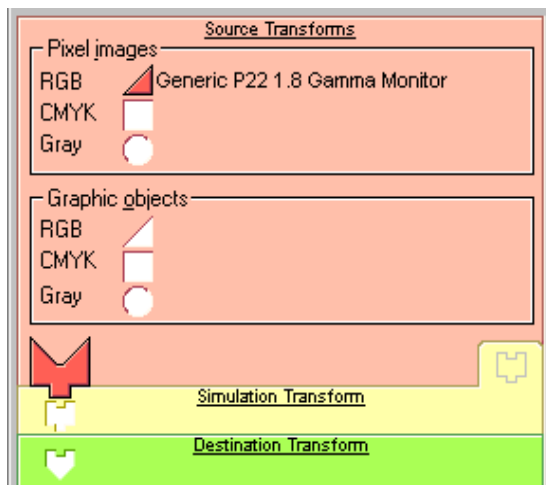
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2. From the Transforms list, select a pink triangle puzzle piece that matches the name of your monitor.

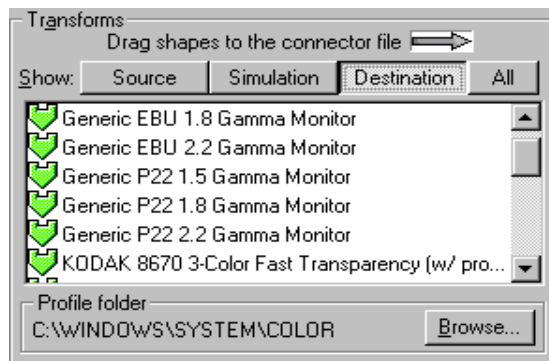


3. Drag and drop the pink triangle puzzle piece to the appropriate Source Transforms socket. The piece appears in the RGB or Gray socket. You will hear a click.

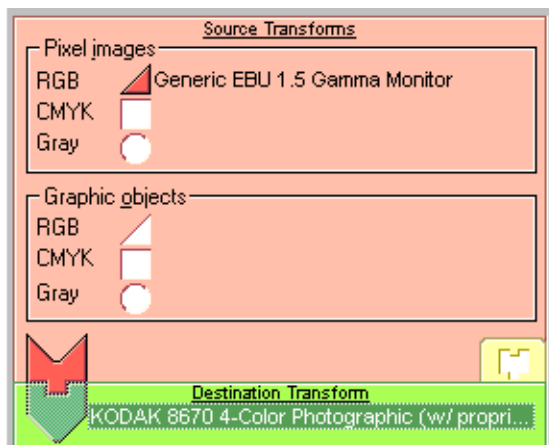


**NOTE:** If you wish to add a simulation transform to the template so that the job matches the output from another printing system, [refer to “Simulating Another Output Device.”](#)

4. From the Transforms list, select a green puzzle piece that matches your output device and media combination.



5. Drag and drop the green puzzle piece to the Destination Transform socket.



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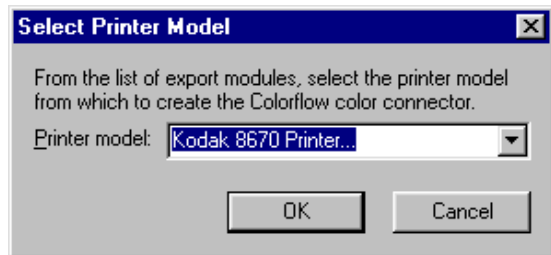
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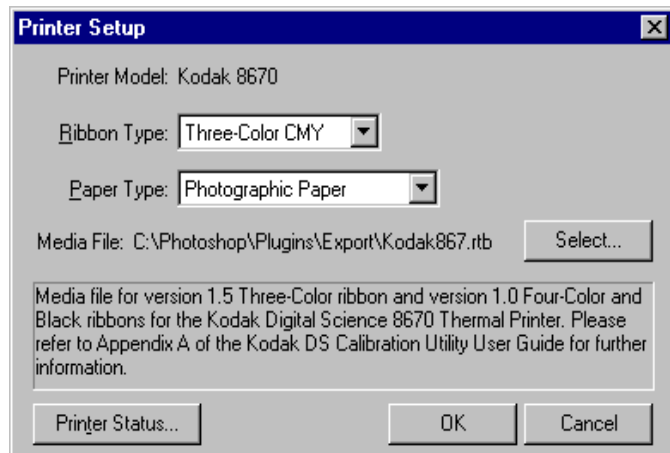
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**NOTE:** If you selected a destination transform that was extracted from an ICC Profile other than one that came with the 8670 printer, the Select Printer dialog box appears.



Use the Printer model pull-down list to select the model of the printer you are using. Click on **OK**.

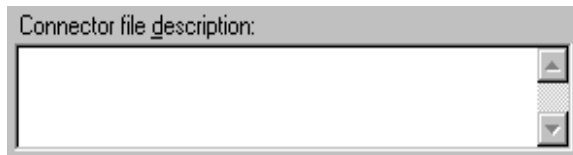
A dialog box similar to the one below appears that allows you to select the media for the printer.



The Printer Setup screen may appear differently depending on the printer you are using.

Make your media choices.  
Click on *OK*.

6. You may enter a description of the color connector file you created in the Connector file description box. Entering a description will help you to identify the file when printing.



7. Pull down the File menu, and select “Save”.
8. To send the connector file to the printer to save as a default, [refer to “Exporting a Color Connector to the Printer as a Default.”](#)

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# Color Managing Multiple Sources

The following steps describe how to build a connector file that applies color management to multiple sources in one PostScript job.

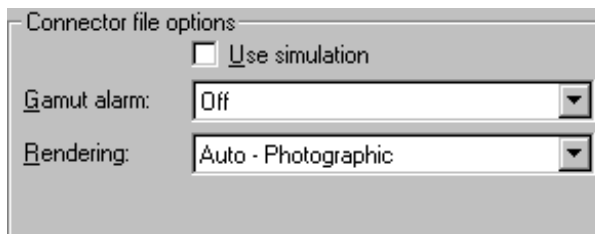
**NOTE:** You can apply color management to up to six different types of source transforms:

- RGB, CMYK, and grayscale pixel images such as TIFF files or scanned photographs.
- RGB, CMYK, and grayscale graphic images such as EPS files or text.

You cannot apply color management to multiple images from different sources in the same color space. For example, you cannot apply color management separately to two pixel RGB images.

1. In the Connector file options box:

- make your selection for Gamut alarm. [Refer to “Using Gamut Alarm.”](#)
- select the rendering intent that is appropriate for your job. [Refer to “Setting Rendering Intents.”](#)



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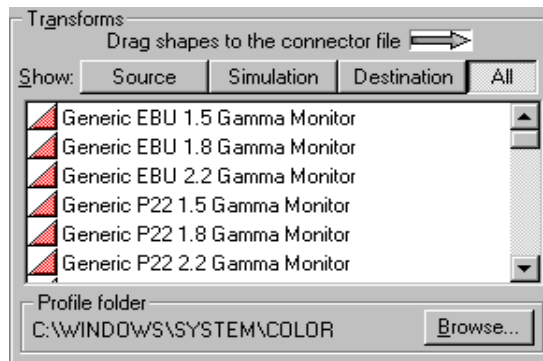
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2. From the Transforms list, select the pink puzzle pieces that match the images or objects to which you wish to apply color management.



**NOTE:** Make sure that the images or objects you select have not had any previous color management applied to them.

If your file contains a source that uses PANTONE® Color, leave the socket empty for that color space.

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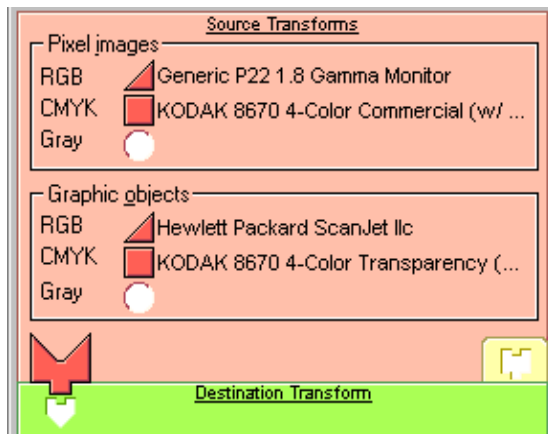
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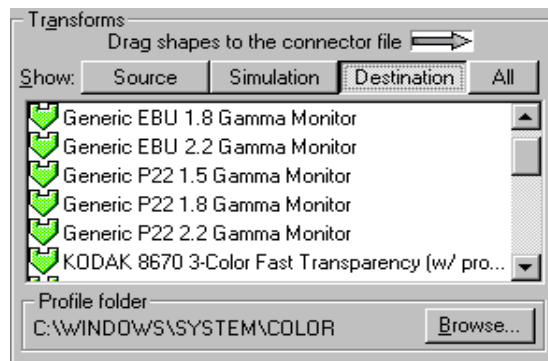
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3. Drag and drop the pink puzzle pieces to the appropriate sockets in the Source Transforms section of the template.

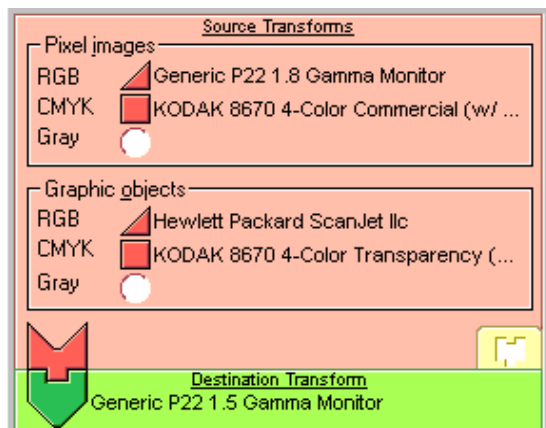


**NOTE:** If you wish to add a simulation transform to the template so that the job matches the output from another printing system, [refer to "Simulating Another Output Device."](#)

4. From the Transforms list, select a green arrowhead-shaped puzzle piece that matches your output device and media combination.



5. Drag and drop the puzzle piece to the Destination Transform socket in the template.



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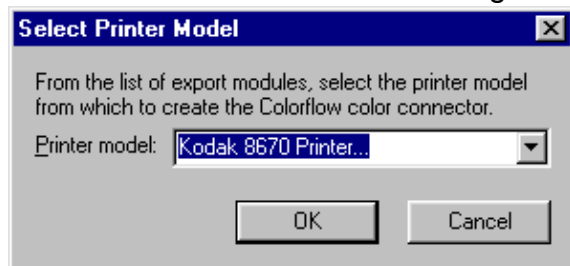
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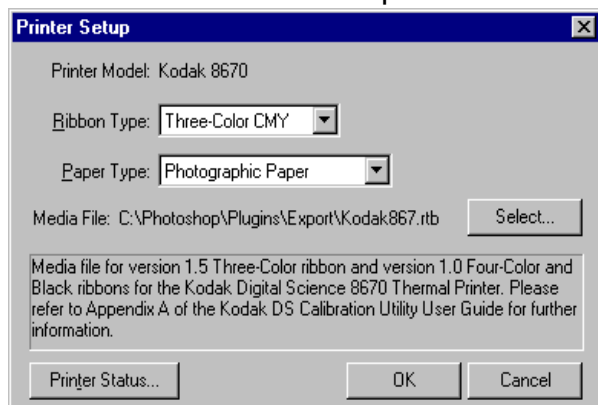
**NOTE:** If you selected a destination transform that was extracted from an ICC Profile other than one that came with the 8670 printer, click on *Select* in the Printer setup portion of the color connector window.

The Select Printer Model dialog box appears.



Use the Printer model pull-down list to select the printer model.

A dialog box similar to the one below appears allowing you to select the media for the printer.



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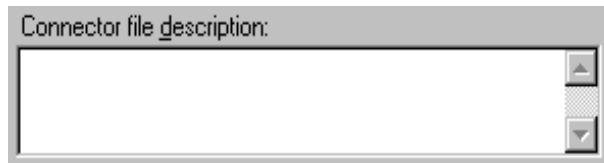
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**NOTE:** The Printer Setup dialog box may appear differently depending on the export module you are using.

6. Select the correct media for the printer. Click on *OK*.

7. You may enter a description of the color connector file you created in the Connector file description box. Entering a description will help you to identify the file when printing.



8. Pull down the File menu, and select “Save”.

9. To send your connector file to the printer to save as a default, [refer to “Exporting a Color Connector to the Printer as a Default.”](#).

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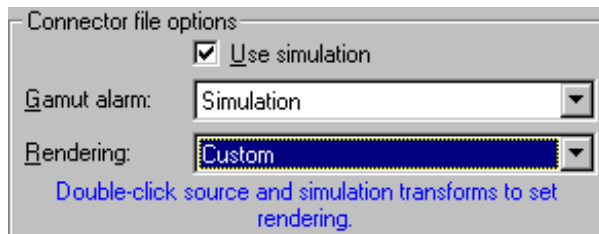
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# Simulating Another Output Device

The following steps describe how to build a color connector file to produce colors that simulate the look of other printing systems such as SWOP or Euroscale.

1. In the Connector file options box, select “Use simulation”.



2. Create a color connector file by selecting and dragging the appropriate source and destination transform puzzle pieces to the template. To create a color connector file that matches your monitor to the printer's output, [refer to “Matching Your Monitor to Your Printer's Output.”](#) To create a color connector file that manages multiple sources, [refer to “Color Managing Multiple Sources.”](#)

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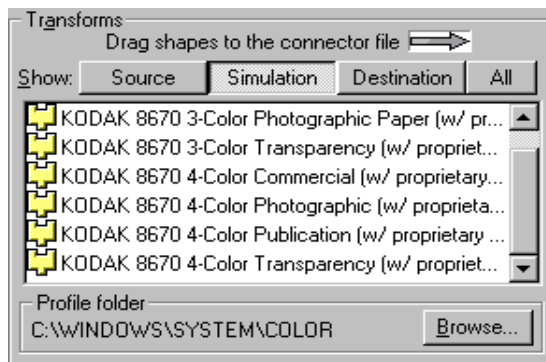
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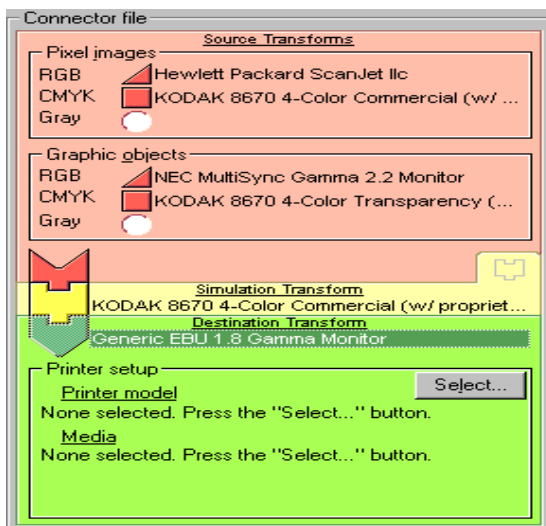
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3. From the Transforms list, select a yellow puzzle piece that matches the name of the output device you wish to simulate.



4. Drag and drop the puzzle piece in the Simulation Transform socket of the template.

**NOTE:** To send your color connector file to the printer as a default, [refer to "Exporting a Color Connector to the Printer as a Default."](#)



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# Using Gamut Alarm

Gamut alarm is a feature that allows you to determine if the simulation or destination devices you selected for your connector file are capable of accurately reproducing the colors of the previous device.

When you select one of the gamut alarm modes, any areas of your image that are out of gamut are printed in black. All other areas are printed in white.



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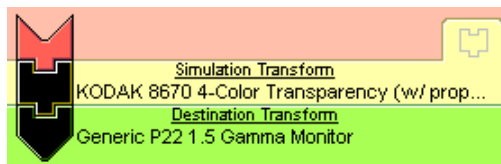
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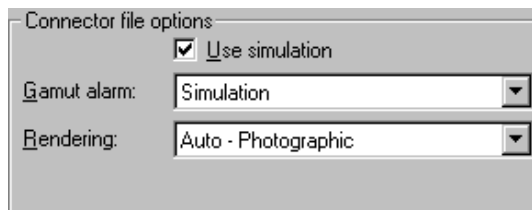
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**NOTE:** When you set gamut alarm to either “Destination” or “Simulation”, the puzzle pieces in the sockets are black.



## To set gamut alarm:

**NOTE:** To use gamut alarm in the Simulation mode, be sure that you select the “Use simulation” check box.



1. Pull down the Gamut alarm list, and select either:
  - “Simulation” to determine if the colors of the source transform are out of the gamut of the simulation device
  - or**
  - “Destination” to determine if the colors of the simulation or source device are out of the gamut of the destination device.
2. Create your color connector file. [Refer to “Color Managing Multiple Sources.”](#) When you print the file, any out-of-gamut areas are printed in black.
3. To adjust the color representation in any out-of-gamut areas, [refer to “Setting Rendering Intents.”](#)

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## Setting Rendering Intents

Rendering intents control the ways in which color connector translates the colors from the source transform to the simulation transform and the source or simulation transform to the destination transform when they are out of gamut. The rendering intent deals with the color differences between the transforms. For example, if the color of a scanned image is out of the gamut of the destination device, the destination device cannot reproduce that color. The color must be represented by another color that is close to the desired color. Rendering intents determine how out-of-gamut colors are substituted.

## Automatic Rendering

You can let color connector set Rendering for you by selecting one of the automatic settings from the Rendering drop-down list box. The automatic settings set rendering intents for the individual transforms by comparing their color gamuts. Both of these settings give a pleasing look but not necessarily the most accurate reproduction.

## Custom Rendering

To more closely control the way in which color connector adjusts the differences in color representation, use the Custom Rendering option. This option allows you to set the rendering intents individually for all the source and simulation transforms.

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# Setting Automatic Rendering

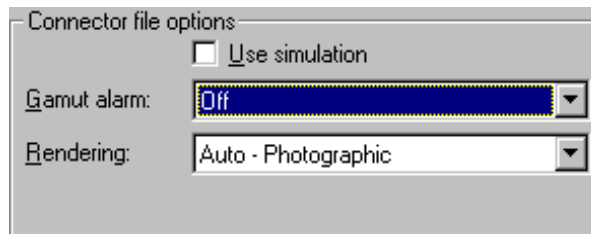
To set automatic rendering intents:

Pull down the Rendering drop-down list, and select either:

- “Auto—Photographic” for scanned photographs. Color connector attempts to maintain the correct hue by adjusting the color saturation for the out-of-gamut colors

**or**

- “Auto—Presentation” for computer-generated graphics, charts, graphics. Color connector tries to maintain saturation at the expense of the correct hue for the out-of-gamut colors.



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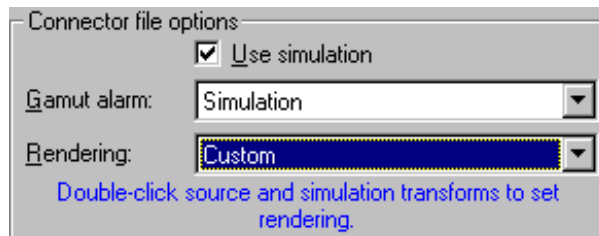


# Setting Custom Rendering

Do the following steps to set custom rendering.

**NOTE:** If you wish to set custom rendering for more than one puzzle piece in the template, you need to repeat this procedure for each piece.

1. Pull down the Rendering drop-down list box, and select “Custom”.



2. Build the connector file you need for your job. [Refer to “Color Managing Multiple Sources.”](#)
3. Double-click on the source or simulation puzzle piece in the color connector socket in the template for which you wish to set custom rendering.

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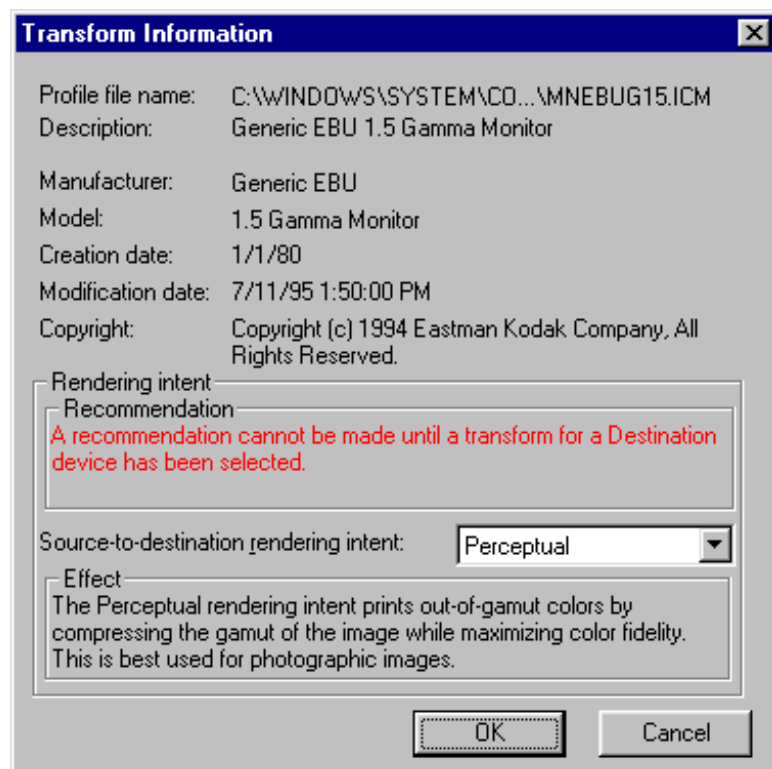
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The Transform Information dialog box appears.



A Recommendation box gives you two recommended settings based on a comparison of gamuts. If you select a different rendering intent, the Effect box changes to describe the expected results.

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4. Pull down the Rendering intent list box, and select a rendering intent from the following options:
  - Perceptual—compresses the gamut of the image while maximizing the color. Use this rendering intent for photographic images.
  - Saturation—compresses the gamut of the image while maximizing the color saturation. Use this rendering intent for presentation graphics.
  - Relative Colorimetric—compresses the gamut of the image for brightness, and clips the gamut for color. Use this rendering intent when you wish to match a particular color.
  - Absolute Colorimetric—Clips the gamut of the image. Use this rendering intent when you wish to match a particular color and simulate the background of the paper.
5. Click on *OK*.

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# Exporting a Color Connector to the Printer as a Default

## Color Connector Memory Locations in Printers

Printers that support color connector contain color management memory locations. These memory locations store color management information, and are defined by a media combination for ribbon and paper.

For example, if a printer has two ribbon types and two paper types, the printer might have four memory locations:

- Commercial paper with a CMYK ribbon
- Commercial paper with a black ribbon
- Publication paper with a CMYK ribbon
- Publication paper with a black ribbon

When you send a job to the printer that uses the media combination for that memory location, the default connector file is applied if you do not select another connector file.

Exporting a connector file as a default stores frequently-used color management information permanently in the printer. This eliminates the need for individual users to apply color management to their jobs as long as they use the default media combinations.

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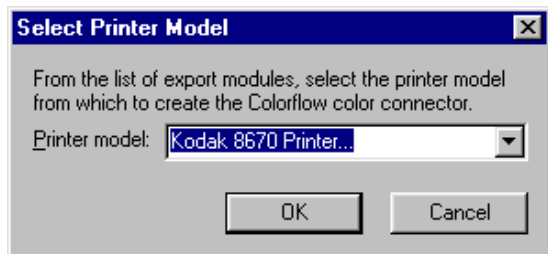
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## Exporting a Color Connector File to be a Printer Default

After you create your connector file, do the following steps to send it to the printer as a default:

1. Make sure that you save the file.
2. From the File menu, select “Export As Printer’s Default”.

The “Select Printer Model” dialog box appears.



3. Select the printer model from the drop-down list.
4. Click on *OK*.

**NOTE:** If this is the first time you have created a connector file, a dialog box appears asking you to locate the media file. Click on *OK*. Select “8670 Media V150” in the dialog box that appears. Click on *Open*.

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# Selecting a Printer

## Macintosh systems

If the 8670 printer:

- has a network connection, click on *Network* in the Select a Kodak Professional 8670 thermal printer dialog box.

In the selection box that opens, choose the correct 8670 printer. Click on *OK* to return to the Select a Kodak Professional 8670 thermal printer dialog box.

- has a SCSI connection to your computer, click on the radio button for the correct 8670 printer.



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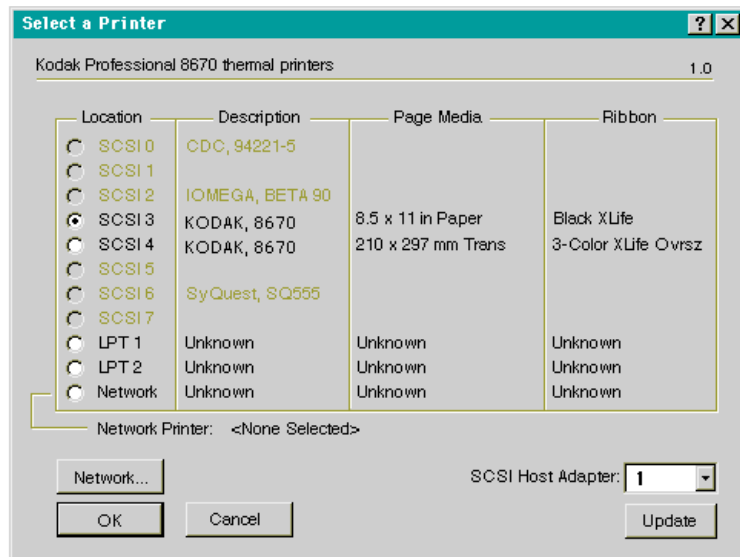
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## Windows systems

If the 8670 printer:

- has a SCSI connection, click on the radio button for the correct 8670 printer.
- has a network connection, click on *Network*. Click on *Browse*, and locate the correct printer in the Browse for Printer dialog box that opens. Click on *OK* in the Network Printer dialog box to return to the Select a Printer dialog box.
- has a parallel connection, click on the radio button for either LPT1 or LPT2 to select the printer.

**NOTE:** If your host computer has more than one SCSI host adapter installed, pull down the SCSI Host Adapter list. Select the port address for the SCSI host adapter connected to the 8670 printer.



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The Printer Default Connector Files dialog box appears.

**NOTE:** If you have more than one 8670 printer, click on *Select Printer* to locate the correct printer for exporting.

**5.** Click on *Set as Printer Default*.

If your printer has a bi-directional connection such as SCSI or AppleTalk, the memory location for the connector file you exported will be added to the list in the Printer default connector files window. If the connector file does not appear, click on *Update*.

If your printer has a parallel connection, this information does not appear in the Printer default connector files window.



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**NOTE:** You are prompted if the connector file you are sending to the printer as a default has the same media combination as another default connector file. If you wish to send a connector file to the printer as a default for a media combination that already exists, delete all the default connector files before you send the new default to the printer. You can then resend the other default connector files to the printer. [Refer to “Deleting Color Connector Files.”](#)

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# Deleting Color Connector Files

Clicking on *Delete All* in the Printer Default Connector Files dialog box deletes all the default color connector files stored in the 8670 printer.



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## Exporting a Color Connector File as an ICC DeviceLink Profile

You can export a color connector file as a DeviceLink profile so that it can be used with other color management applications.

**NOTE:** The color connector file that you export as a DeviceLink profile can contain only one source transform.

1. From the File menu, select “Export As ICC DeviceLink Profile”.
2. In the dialog box that appears, enter a name for the color connector file. Select the folder where you want the file to reside.
3. Click on *OK*.

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# Using PANTONE® Color

A printer calibrated by PANTONE Inc. has custom-developed CMYK combinations for every color in the PANTONE® MATCHING SYSTEM (coated stock only and excluding specialty colors such as metallics, fluorescents and double impressions). While some PANTONE®\* colors may not be achievable on every printer, the closest possible simulation for each is found.

PANTONE® provides a calibrated table and a collection of palette files for use with the Kodak Professional 8670 PS printer (8670 printer). The files enable you to load the color table calibrated for the 8670 printer as a usable color palette in the most popular PANTONE®-licensed desktop publishing programs.

**IMPORTANT:** *The palette files provided are calibrated only for this printer. If you create color separations, recolor the graphics using the built-in PANTONE® color tables supplied by the PANTONE®-licensed application.*

There are many variables in the process reproduction of colors generated by the 8670 printer, any one of which may affect the quality of the PANTONE® color simulation including:

- type of paper used
- type of ink film used

\*PANTONE Inc.'s check-standard trademark for color reproduction and color reproduction materials.

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- effective final resolution
- dot structures/halftones

For optimal results, we recommend that you use the following materials:

- Kodak Ektatherm XLS four-color ribbon/CMYK
- Kodak Ektatherm XLS print paper/commercial grade/9.5 x 14 inches
- Kodak Ektatherm XLS print paper/publication grade/9.5 x 14 inches

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## Installing the Tables and Palette Files

The File Library folder on the CD contains a collection of application-specific, visually-calibrated palettes for both Macintosh and Windows platforms. Locate the file for the applications and platform you are using. Copy the palettes from the File Library folder on the CD to the appropriate application folder on your hard drive, or use them from the CD.

### EPSF, TIFF, and Acrobat Charts

Ready-to-use calibrated palettes for a variety of applications are included on the CD. For applications not supported, a PANTONE® calibrated color chart in EPS and TIFF formats is included on the CD. You can bring your custom colors into these applications by using any of the appropriate color chart formats. The application must have a tool that you can use to pick up colors from an imported graphic. Use this approach if your custom color palette contains colors that are similar.

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## Loading the Palette Files

The instructions in this section describe how to load the PANTONE® Palettes for the 8670 printer into the supported applications.

### Adobe Illustrator

Load the color palette for Adobe Illustrator through the Open command from the File menu (version 4.x) or the Import Style command (Macintosh version 5.x or higher) on the File menu. Once opened, the colors are available in the Paint Styles dialog box. After you save a file, open Adobe Illustrator and the custom palette. The custom colors are added to the color palette.

#### To open a color palette in Adobe Illustrator Version 6 or lower:

1. Select “Import Styles” or “Open” from the File menu.
2. Locate the color palette for Adobe Illustrator.

**NOTE:** The color palette has an .ai extension and an Adobe Illustrator icon to its left in the Get File dialog box.

3. Select the color palette. Click on *Open*, or double-click on the color palette name.

The custom color palette is available in the Paint Styles dialog box after you select the custom color option.

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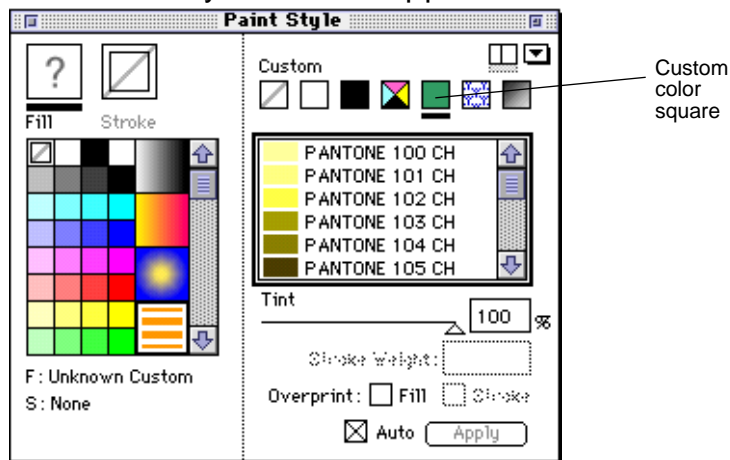
## To open a color palette in Adobe Illustrator version 7:

Select “Window” and then “Swatch Libraries - Other Library” from the menu bar.

## To use colors from your color palette:

1. Draw or select an item to color.
2. Select “Paint Style” from the Object menu.

The Paint Style window appears.



3. Click on the custom color square (the underlined square, third from the right) in the Custom area.

The color list appears in the scrolling window.

4. Select any color from the alphabetical list.

# Adobe Photoshop

In Adobe Photoshop you cannot define the names for colors—just the colors themselves. If you are working with an extensive palette or you want to see the color names, [refer to “EPSF, TIFF, and Acrobat Charts.”](#) Make sure that your image is set to CMYK Color.

## To open a color palette in Adobe Photoshop version 3:

1. Select “Palettes”, “Show Swatches” from the Window menu if the palette swatches are not displayed.
2. Select “Load Swatches” by clicking the arrow in the upper right corner of the Swatches window.
3. Select the color palette you wish to import. Click on *Open*.

## To use a color from your color palette:

1. Click on the Paint Bucket tool.
2. Select one of the custom colors in the Swatches window.
3. Click anywhere on an object to fill it with the selected color.
4. Make sure that the image is set to CMYK Color mode before you apply the calibrated colors.

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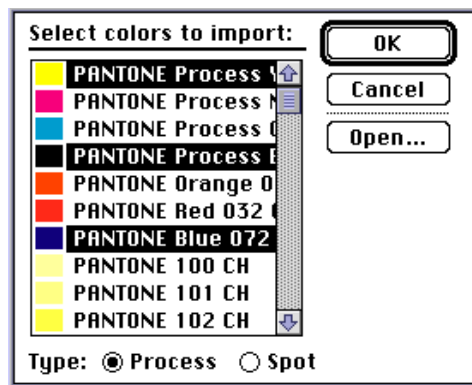
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# Macromedia FreeHand

## To open a color palette in FreeHand 3.x

1. Open an existing document, or create a new document.
2. Select "Window" from the View menu. Choose "Colors" from the Window menu.
3. Click on the arrow on the right of the Colors window, and select "Import".
4. Select the color palette you saved, and click on *Open*.



## To use colors from your color palette:

1. Select the object you want to color.
2. Select the Fill box from the Colors window.

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### 3. Choose:

- “Fill” if you want to fill the object.
- “Line” if you want to fill the line (border).
- “Both” if you want to fill both the object and its border.

### 4. Select a color in the Colors window to apply the color to the selected object.

## Macromedia FreeHand 4.0—7.0

Macromedia FreeHand versions 4.0—7.0 support Binary Color Format (BCF) and ASCII Color Format (ACF).

You can store the color palette anywhere. For Macintosh you can store the palette in the Color folder in the Adobe folder or in your System folder. For Windows, you can store the palette in the Color folder in the Usenglish folder or in the FreeHand folder. If you store the palette in the Color folder, it appears on the Options menu in the Color List dialog box the next time you open FreeHand. After you bring an ACF palette into FreeHand, the program automatically creates a BCF file for you.

### To open a color palette in FreeHand 4.0—7.0:

1. Create a new document, or open an existing FreeHand document.
2. Select "Color List" from the Window menu.

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3. Open the Options menu in the Color list palette that opens. If you stored your color palette anywhere else, select “Import” from the Options menu. Select your color palette, and click on *Open*.

### **To use colors in FreeHand 4.0—7.0:**

1. Drag the color square you want onto the object to which you want to apply the color from the Color List dialog box.
2. Drag the color square into the center of the object to fill the object with the selected color or onto the border of an object to apply the selected color to the border.

---

## **Adobe PageMaker 5.0/6.0/6.5**

Store the color palettes in the following folders:

Adobe PageMaker 5.x on Macintosh—Color folder in the System folder

Adobe PageMaker 5.x on Windows—PM5\Usenglish\Color folder

Adobe PageMaker 6.x on Macintosh—Colors folder inside the RSRC folder in the PM6 folder.

Adobe PageMaker 6.x on Windows—RSRC\Usenglish\Color folder

### **To open a color palette in Adobe PageMaker 5.x and 6.x:**

1. Select “Define Colors” from the Element menu.
2. Click on *New* to add colors In the Define Colors dialog box.

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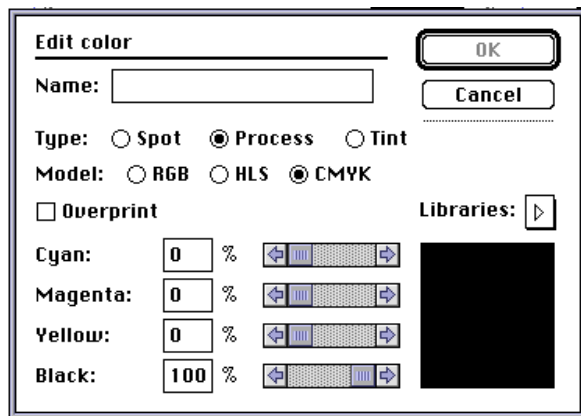
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3. In the Edit Color dialog box, click on the Libraries arrow.



4. Select the color palette that you defined for use in Adobe PageMaker 5.x or 6.x. Click on *Open*.
5. Select the colors you want to work with in your document.
6. Click on *OK* to apply the colors to your working colors palette.

#### **To open a color palette in Adobe PageMaker 6.5:**

1. Select "Define Colors" from the Window menu.
2. [Refer to "To open a color palette in Adobe PageMaker 5.x and 6.x:"](#) for the remainder of the procedure.

#### **To use colors from your color palette:**

1. Select "Color Palette" from the Window menu.

2. Select the object in your Adobe PageMaker document to which you wish to add color.
3. Select:
  - “Fill” in the Colors window if you want to apply the color to the object.
  - “Line” to apply color to the line (border).
  - “Both” to apply color to the object and its border.
4. Select a color in the Colors window to apply the color to the selected object.

---

## Deneba Canvas 3.5/3.5.3

You can import color palettes for use in Canvas as either Canvas color palettes or as EPSF Charts.

### To open a color palette in Canvas:

1. Open an existing document, or create a new document.
2. Select “PANTONE® Colors” from the Window menu.
3. Select "Load" in the Color Sets box.
4. Select the color palette you saved. Click on *Open*.

Your colors appear in the PANTONE® Colors dialog box in the order you created them.

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## To use colors from your color palette:

1. Select the object that you want to color in the Canvas document.
2. Open the Fill and Line menus, and click on a color.

---

## QuarkXPress 3.3 and Higher

You must import an EPS file to add colors to a QuarkXPress color palette. After the colors are in the color list in QuarkXPress, you may use the colors in your document.

**NOTE:** Do not rename PANTONE® Colors in QuarkXPress. Removing the leading space in front of the color name causes QuarkXPress to redefine the color from its built-in values.

---

## CorelDRAW

CorelDRAW 7 has built-in application-level color correction which must first be disabled. Refer to the CorelDraw documentation for more information.

### To open a color palette in CorelDRAW:

1. Click on the Fill tool.
2. Click on the Palette icon.
3. Select “Open Palette” from the right arrow popup window next to the Custom Palette.

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4. In the Open Palette window, in the List Files of Type box, select "Process palette (\*.pal)".
5. Select the color palette for use in CorelDraw!. Click on *OK*.

---

## Micrografx Designer

### To open a color palette in Micrografx Designer:

1. Select the Palette icon.
2. Click on *Import* in the Palette Manager dialog box.
3. Open the color palette you created.
4. Select the color palette you created for use in Micrografx Designer.
5. Double-click on the palette name.
6. Click on *OK* to return to the Palette Manager dialog box, and click on *OK* again.

### To use your colors in Micrografx Designer:

1. Select the object to which you want to apply the color.
2. Select the color you want to use from the Color Palette Bar.

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# Fractal Design Painter

## To open a color palette in Painter:

1. Open an existing Painter document, or select “New” from the File menu.
2. Select “Open Color Set” from the Options menu.
3. Select the color palette for use in Painter.
4. Click on *Open*.

## To use colors from the color palette:

1. Select “Color Set” from the Windows menu.
2. Select a color.
3. Select the paint brush tool, and start painting.

---

# PANTONE® ColorDrive

## To open a color palette in PANTONE® ColorDrive

1. Drag a copy of the PANTONE® File into the PANTONE® ColorDrive Library folder.
2. Start PANTONE ColorDrive.
3. Access the PANTONE® Palette from the Library menu, or select “Open” from the File menu to open the palette.

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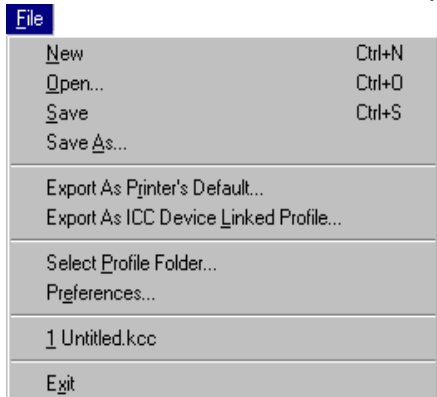


# Menus and Dialog Boxes

This section describes the menus and dialog box options used in the Kodak Professional Colorflow ICC color connector (color connector). The Windows menus and dialog boxes that are shown are similar to the Macintosh screens and have identical functionality.

## File Menu

This section describes the options on the File menu.



**New**—opens a new connector file.

**Open**—accesses a file open dialog box so you can select an existing connector file.

**Close**—closes the current connector file.

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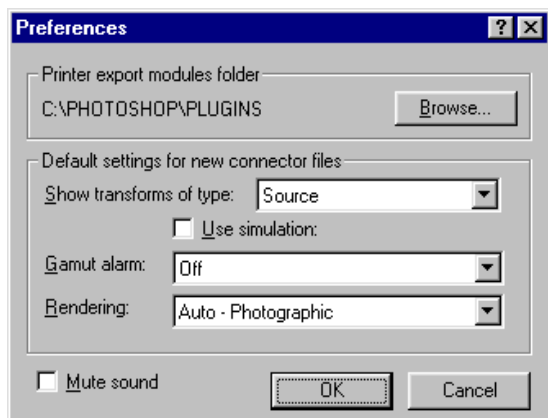
**Save**—saves changes to the current connector file.

**Save As**—accesses a dialog box in which you can specify a new name and location for the current connector file.

**Export As Printer's Default**—accesses a dialog box that allows you to select a default printer for the connector file.

**Export As ICC DeviceLink Profile**—saves the transforms in a connector file as a DeviceLink profile so that they can be used with other color management applications.

**Preferences**—accesses a dialog box that allows you to mute the sound, and select the folder for the export module, the default settings for Gamut alarm and Rendering, and the type of transforms that display in the Transforms list.



**Quit**—exits the color connector application.

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## Edit Menu

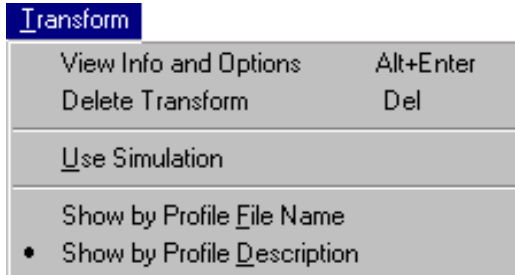
The Edit menu is enabled when the Connector file description dialog box contains editable text.



---

## Transform Menu

The Transform menu is enabled when a color connector window is open.



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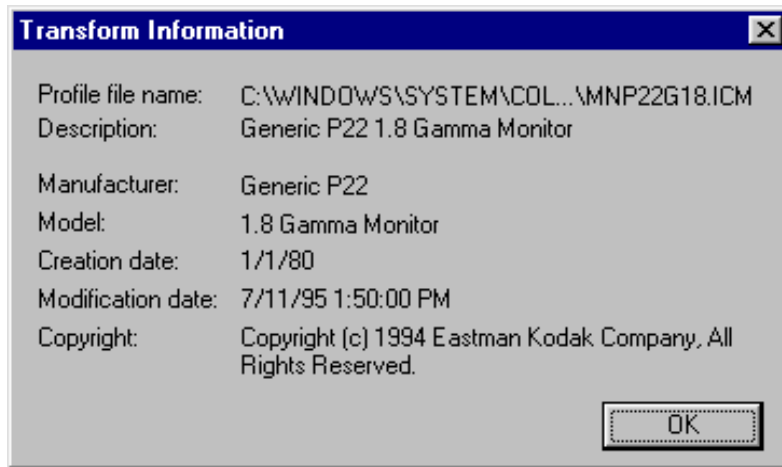
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**View Info and Options**—accesses the Transform Information window for the selected transform in the Transforms list.



**Clear Transform**—Removes the selected transform from a socket in the color connector template.

**Show by Profile File Name**—Displays the transforms in the Transform list and the color connector template by the ICC Profile that the transform was extracted from.

**Show by Profile Description**—Displays the transforms in the Transform list and the color connector template by their description.

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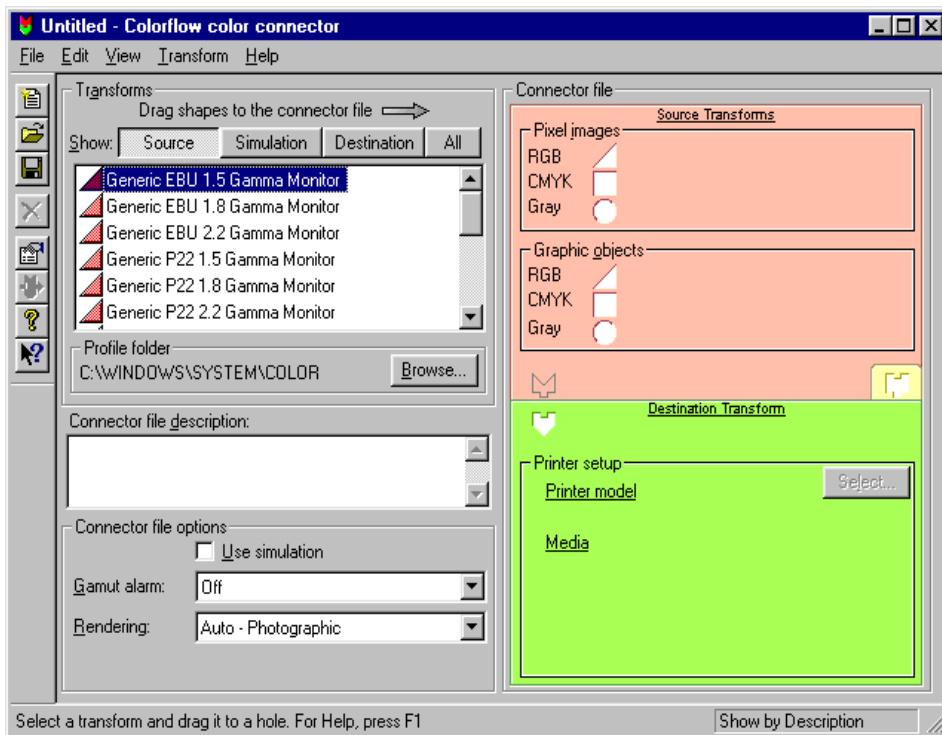
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## Colorflow Color Connector Window

Use the Colorflow color connector window to create new and edit existing connector files.



Access a new connector file by pulling down the File menu and selecting “New”. Open an existing color connector file by selecting “Open” from the File menu and then locating the file from the file selection box that opens.

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## Transforms

The Transforms list displays the transforms contained in the ICC profiles in the currently-selected profiles folder. The transforms are listed by type and represented by icons:

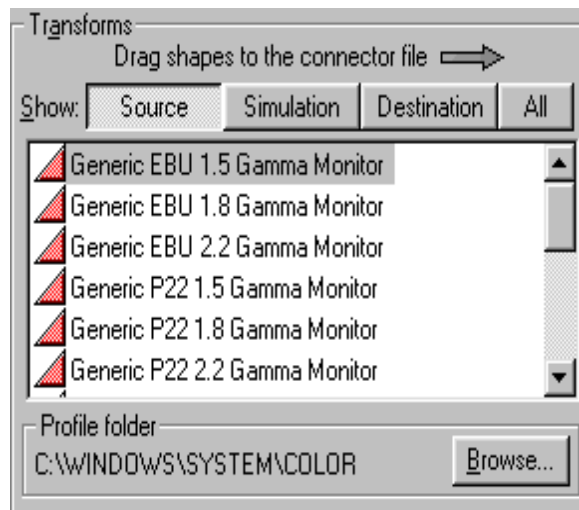
- RGB source—Triangle
- CMYK source—Square
- Grayscale source—Circle
- Simulation Puzzle Piece
- Destination Puzzle Piece

### Show Transforms of Type

This list allows you to select the transforms to display in the list of Transforms. The choices are “All”, “Source Only”, “Simulation Only”, and “Destination”.

### Profiles Folder

Clicking on *Browse* (*Select* in Macintosh) accesses a file selection box which allows you to select the folder containing the ICC Profiles you wish to display in the Transforms list.



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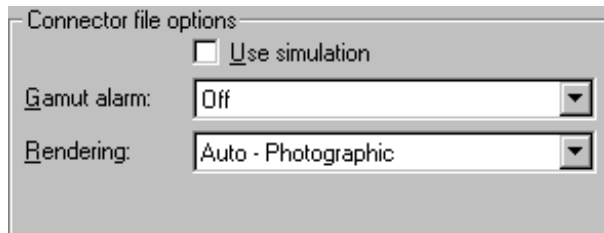
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## Connector File Options

This portion of the color connector window displays the options you can select for your color connector file.



## Use Simulation

Checking the Use simulation check box opens the Simulation Transform socket in the template and allows you to drag a simulation transform puzzle piece to that socket. If the Use simulation check box is not checked, the simulation portion of the template is hidden.

## Gamut Alarm

Gamut alarm causes any prints made with a color connector file to print only the portions of the image that are out of the gamut of the selected source or destination transform. The choices are "Off", "Simulation", and "Destination".

When you select "Simulation" or "Destination", the puzzle piece for a simulation or destination transform is black indicating that you are using Gamut alarm. If the Use simulation checkbox is not checked, Use simulation is not available.

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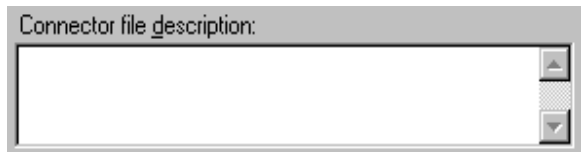
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## Connector File Description

Allows you to enter a description of your connector file to help you identify the file when printing.

A screenshot of a software dialog box titled "Connector file description:". It features a large, empty rectangular text input field. To the right of the text field are two small, vertically stacked square buttons with arrows, likely for navigating between fields or confirming the input.

## Rendering

Rendering is the approach color connector uses to translate the colors of the image to the color gamut of a destination or simulation transform. The choices for this option are “Auto-Photographic”, “Auto-Presentation”, or “Custom”. You can let color connector set Rendering for you by selecting either “Auto-Photographic” or “Auto-Presentation”.

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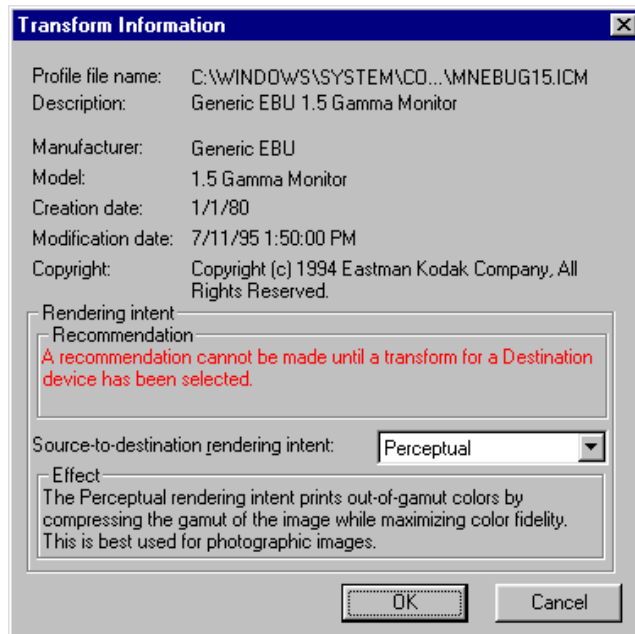
Select “Custom” to choose your own rendering intent. If a transform in the source or simulation socket of a color connector is editable, double-clicking on it accesses the Transform Information dialog box.

The dialog box gives you a recommended intent and the effect it will produce on your output.

The options in the Simulation-to-destination pull-down list are:

- Perceptual
- Saturation
- Relative Colorimetric
- Absolute Colorimetric

Clicking on *OK* sets the rendering intent you selected. Clicking on *Cancel* cancels your selections and closes the Transform Information dialog box.



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## Connector File

The Connector file window contains the template. Drag the puzzle pieces selected in the Transforms list to the sockets in the template.

### Source Transforms

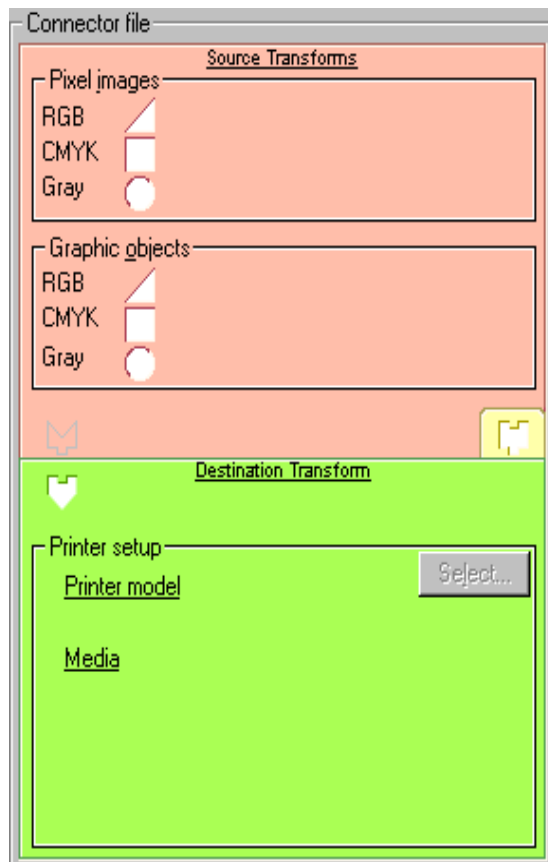
The Source Transforms sockets of the template only accepts transforms from the Transforms list with the corresponding shape. A connector file must contain at least one source transform.

### Simulation Transform

Using simulation is optional. Check the Use Simulation check box in the Connector file options box for the Simulation Transform socket to be visible.

### Destination Transform

A connector file requires a destination transform.



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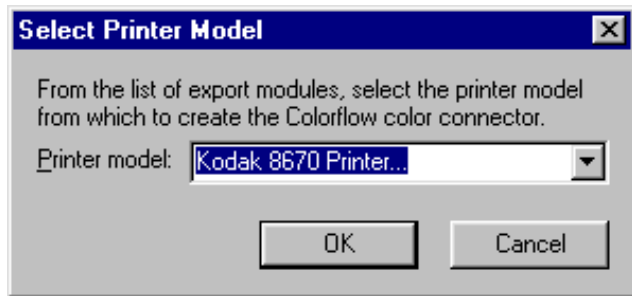
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If the destination transform is extracted from an ICC Profile provided on the CD for the printer, the “Printer model” and “Media” fields contain a description of the printer and media for the printer.

If the destination transform is from a profile that was not included on the CD, the Printer model and Media fields are empty, and the Select button is enabled. Clicking on *Select* opens the Select Printer Model dialog box. Use the pull-down list to select the model of your printer.



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